

Appendix CST – Combat Shift & Situation Tables

Combat Shifts Table

| Combat Situation | Combat Effect |
|--|--|
| Basic Defensive Shift | Subtracts 10% from chance of successful attack (-10%) ¹ |
| Basic Offensive Shift | Adds 10% to chance of successful attack (+10%) ² |
| Firing at Scout Ship | Defender receives one Defensive Shift (+10%) ³ |
| Firing at Non Warship | Attacker receives two Offensive Shifts (+20%) ⁴ |
| Firing at Orbital City or Orbital Shipyard or incomplete ship/boat | Attacker receives three Offensive Shifts (+30%) ⁵ |
| Era Shifts | <u>Lower Era Firing at Higher Era:</u> One Defensive Shift Per Era Difference between the attacker and the target (-10%, -20%, etc.) <u>Higher Era Firing at Lower Era:</u> One Offensive Shift Per Era Difference between the attacker and the target (+10%, +20%, etc.) |
| Engaged Attacker | <u>Engaged by 1st Era Fighters:</u> 1.5 Defensive Shifts (-15%) <u>Engaged by 2nd Era Fighters:</u> 3.0 Defensive Shifts (-30%) <u>Engaged by 3rd Era Fighters:</u> 4.5 Defensive Shifts (-45%) Subtracts from chance of doing <i>anything</i> , including retreating, also prevents some actions (e.g., Combat Resupply). |
| Ambush Combat | Ambusher receives three Offensive Shifts against targets that cannot detect the Ambusher’s presence. (+30%) Ambusher receives one Offensive Shift against targets that can detect the Ambusher’s presence. (+10%) ⁶ |
| Fighter Area Patrol | One Combat Shift to a Friendly unit per 30 RPs of Fighters (+/- 10%) ⁷ |

¹ Shifts always apply to or against the attacker’s chance of a successful attack, not to the defender or target (see Combat Shifts, 3 Combat, p. 978).

² When the chance to hit reaches 100%, it is treated as 99% with a 1% chance of missing. *Id.*

³ See Scout Ship Existential Patent, Appendix EPAT.

⁴ Civilian targets are assumed to be at the current Era of the position that owns them, for purposes of Era shifts, no matter when they were constructed (see Civilian Targets, 3 Combat, p. 978). This is solely a matter of convenience.

⁵ See Civilian Targets, 3 Combat, p. 978. Orbital Cities and Ship Yards and incomplete ships really have nowhere to run if someone starts shooting, assuming they can even move. Orbital Defense Bases have some maneuverability, armor, and intimidating weaponry enough to keep attackers at a respectful distance, even though they cannot leave orbit. No maneuver, no armor, no weapons = bad day.

⁶ See, Ambushwhacked, 7 Combat, p. 1038 for attacks by units in Ambush Mode, i.e. those units that can either Cloak or Time Shift. Stealth technologies would not allow Ambush, but probably allow a first round offensive shift. See also Temporal Sensors, 2 Temporal Technology, p. 820.

⁷ See A FAP in the Night, 7 Combat, p. 1041. Although FAP is introduced with the concept of Ambush and Protective Fire, it could be applied in normal battles. No unit may receive more than one Combat Shift per round from FAP; Defensive Shifts from FAP must be allocated with targeting and Combat Screening assignments. Enhancing the chances of Protective Fire, however, using the CAP does not require pre-assignment of CAP resources.

Combat Situations Table

| Combat Situation | Combat Calculation |
|--|--|
| 1 st Era Warship Attacking | 10% x 3 = 30% base chance to hit. |
| 2 nd Era Warship Attacking | 10% x 5 = 50% base chance to hit. |
| 3 rd Era Warship Attacking | 10% x 7 = 70% base chance to hit. ⁸ |
| 1 st Era Carrier Direct Fire | 10% x 3 = 30% - 20% = 10% base chance to hit. |
| 2 nd Era Carrier Direct Fire | 10% x 5 = 50% - 20% = 30% base chance to hit. |
| 3 rd Era Carrier Direct Fire | 10% x 7 = 70% - 20% = 50% base chance to hit. |
| 1 st Era Fighters/Missiles ⁹ Attacking | Effectiveness Roll/10 ¹⁰ x RPs ¹¹ x 1.5 = base chance to successfully attack the target. ¹² |
| 2 nd Era Fighters/Missiles Attacking | Effectiveness Roll/10 x RPs x 2.5 = base chance to successfully attack the target. |
| 3 rd Era Fighters/Missiles Attacking | Effectiveness Roll/10 x RPs x 3.5 = base chance to successfully attack the target. |
| Close in Defense Weaponry Fire ¹³ | Base Chance to Hit halved vs. every 10 RPs of Fighters or Ship Missiles. ¹⁴ |
| Close in Defense Weaponry Damage | One ten-sided die is rolled for each successful Close in Defense Weaponry Fire; the result is the RPs lost by the attacking Fighter Component. ¹⁵ |

⁸ See Firing Solution, 3 Combat, p. 978.

⁹ Ship Missiles may not receive the benefits of Enlightenment, see Fire-and-Forget 4 Carriers & Fighters, p. 1080.

¹⁰ An Effectiveness Roll is made on a ten-sided die for each Fighter Sortie, see Fighter Combat, 2 Carriers & Fighters, p. 1054.

¹¹ RPs are the size of the Fighter/Missile Component in the attack. When a single Fighter Component attacks two targets, the RPs are divided in half, for each attack (see Blacksheep, 2 Carriers & Fighters, p. 1054). When a single Fighter Component attacks the same target twice in a turn, the RP value of each sortie is 75% of the total RP value of the attacking Fighter Component. *Id.*

¹² First successful attack by Fighter Component or Ship Missiles in a combat round Engages the target, second successful attack in the combat round by Fighters or Ship Missiles is a hit on the target (see Engaged and A Hurt, 2 Carriers & Fighters, pp. 1055-1056). Fighter attacks resolve before regular ship fire, Ship Missile attacks resolve at the end of the combat round (see Combat Resolution, 3 Combat, p. 976) and Engaged results from Ship Missiles carryover to the next Combat Round, see Fire-and-Forget, 4 Carriers & Fighters, p. 1080.

¹³ Close in Defense Weaponry fires at Fighters immediately after Fighters resolve attacks on target (see Tail of the Gunner *et seq.*, 2 Carriers & Fighters, p. 1059), and fires at Ship Missiles before Ship Missiles resolve attacks on target, unless target was previously Engaged (see Fire-and-Forget, 4 Carriers & Fighters, p. 1080). Close in Defense Weaponry Fire is automatic and does not substitute for the unit's normal targeted fire or other activity (see Tail of the Gunner, 2 Carriers & Fighters, p. 1059).

¹⁴ For Carriers, the base chance to hit in Close in Defense Weaponry Fire is the same as a regular warship of the same Era – not *halved* – and is not based on the Carrier's poor direct fire chances (see Battle at Planet Midway, 2 Carriers & Fighters, p. 1060).

¹⁵ 1st Era Carriers add 1 to the die roll, 2nd Era Carriers add 2 to the die roll, 3rd Era Carriers add 3 to the die roll, but the result of the die roll can never be more than 10 (see Battle at Planet Midway, 2 Carriers & Fighters, p. 1060).

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|---------------------------------|---|
| Ground Base Regular Fire | Base 20% chance to hit in Colony Combat. Ground Base becomes unit in Ground Combat. May fire Close-in Defense in Ground Combat against Fighters ¹⁶ and landing Ground Units. ¹⁷ Ground Bases fire Close-in Defense at Raiders after they have attacked the colony. ¹⁸ |
| Orbital Base Regular Fire | Base 30% chance to hit in Colony Combat. Orbital Defense Base may (40% chance) fire Close-in Defense before Raiders attack colony. ¹⁹ |
| System Base Regular Fire | Base 30% chance to hit in Colony Combat. ²⁰ |
| Interception (Combat Screening) | Interception is automatically successful, however only Fighters can intercept Fighters. ²¹ Fighters must be preassigned to Intercept Ship Missiles. ²² If Interceptor hits attacker, attacker cannot attack its target that round, can only fire at Interceptor. ²³ |
| Retreating | Base 50% chance to successfully retreat if not destroyed. ²⁴ |
| Orbital Bombardment | 1 st Era Warship destroys 3 population factors. 2 nd Era Warship destroys 7 population factors. 3 rd Era Warship destroys 12 population factors. ²⁵ |
| Ground Unit | May only participate in Ground Combat and Pacification Combat, may fire Close-in Defense. |
| Pacification Combat | Ground Units count at full RP Value, supporting Fighters at half, 1 st Era Warships as 1 RP, 2 nd Era Warships as 4 RPs, and 3 rd Era Warships as 9 RPs. |

¹⁶ See Air Attacks in Ground Combat, 4 Combat, p. 996.

¹⁷ See Dropping In, 4 Combat, p. 991.

¹⁸ See Giv'n Them Some Flak, 4 Carriers & Fighters, p. 1087.

¹⁹ See Under Your Desk, 4 Carriers & Fighters, p. 1085.

²⁰ However, if a colony with System Defense Bases is attacked, only the System Defense Bases and colony Fighter Complement may be attacked and return fire in the first Combat Round of a Colony Combat, see Something Here From Somewhere Else, 2 Combat, p. 960.

²¹ See Nolo Contendre, 3 Carriers & Fighters, p. 1070.

²² See Flying Telephone Poles, 4 Carriers & Fighters, p. 1081.

²³ See Normal Interception, 3 Carriers & Fighters, p. 1069.

²⁴ See Zigged When He Should Have Zagged, 3 Combat, p. 981. The chance of retreating is reduced by 15%, 30% or 45% if the ship is Engaged by Fighters or Ship Missiles during the round, see Engaged, 2 Carriers & Fighters, p. 1055.

²⁵ See In This Dust That Was a City, 2 Combat, p. 961. Additionally, the planet will suffer damage to Maximum Habitability and Habitability Class and industry and other enhancements and installations will be destroyed.